


Duration of
the project is
24 months
and it
started on
December
1st, 2023.





NEW ERASMUS PROJECT UP AND RUNNING!


The planet's shield. Taking the initiative to act for the environment (PLANSHIELD) aims to raise awareness about the worrying situation of single-use plastic and provide innovative educational tools for youth workers to work on this issue in their organizations. This project follows the strategy of the SDG's (Sustainable Development Goals) in several areas, such as quality youth education, climate action and responsible consumption and production.


A CHANGE REQUIRES STRONG PARTNERSHIP

Club Deportivo Chañe - works with the idea of offering responsible participation and dynamising a rural area which is lacking in sports and leisure activities. 

Eusebio Sacristán Foundation - a non-profit organisation with a scope of action in sports, leisure, educational, and youth activities. 

Mano Europa - actively involved in the development and implementation of youth projects which directly aim at the personal and professional development of young people. 

Damasistem - company focused on the design and development of educational content and applications. 

Sports school PESG - adult education institution focused on the development, harmonisation and implementation of educational programmes. 

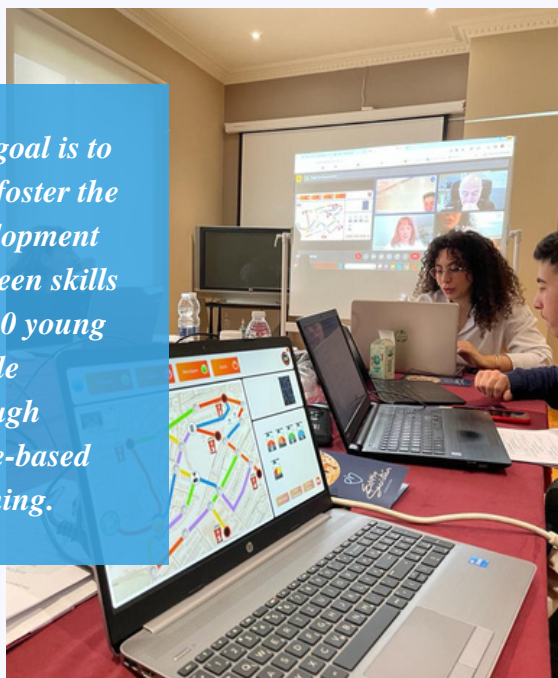


Co-funded by
the European Union



DAMASISTEM

The goal is to also foster the development of green skills in 100 young people through game-based learning.



PROJECT RESULTS & ACTIVITIES

There will be **three main results** developed for the main target group of the project - youth workers and their organizations.

- a board game
- a multimedia game which will be the adaptation of the board game
- a guide for youth workers on the implementation of the developed tools

25 youth workers will be trained for the application of game-based learning and gamification methodologies to teach serious subjects in an entertaining way.

TRANSNATIONAL PROJECT MEETING IN SPAIN

While patiently waiting to meet up in-person, the consortium carried out a couple of online meetings to start the work on the project as soon as possible.

Soon after, the consortium met in beautiful Valladolid in Spain to officially meet, discuss the next steps of the project and start creating synergies throughout.

The focal point of the meeting was the board game - the methodology, the tasks, and the deadlines. An example of the game was also presented to get the ideas flowing.

